Scenario Card S2 Version 0.1h

# To Save Bastogne



#### TO SAVE BASTOGNE

The XLVII Pz Korps had just spent the previous two days crossing the Our River and destroying the 110th Infantry Regiment of the 28th Division. Due to the gallant stand of numerous company sized outposts along "Skyline Drive" (a road running along the ridgeline containing the international highway), the von Luetwittz's panzer corps had fallen behind schedule. A last-ditch defense at Clervaux (which was to have been taken on the 16th) finally crumbled early on the morning of the 18th. Now, at last it seemed, the panzers would break out into the relatively open terrain on the Taille plateau and resume the drive to the Meuse. But the Americans had not been idle

The CCR of 9th Arm Division, which was the VIII Corps reserve, was busy setting up armored roadblocks, and CCB of 10th Armored was on the move from south of Luxembourg City. The biggest reinforcement, however, was the 101st Airborne Division, which had been resting and refitting at Camp Mourmelon, near Reims, along with the 82nd Airborne. Both divisions were originally slated for action near Werbomont, but the 101st was hastily rerouted to its historic destiny. CCR/9A was practically destroyed, and CCB/10A was roughly handled, but each bought enough time for the three parachute infantry regiments and the glider regiment of the 101st to emplace and protect Bastogne.

Sticking to his strict timetable, Manteuffel could not divert the full resources needed to take Bastogne. So instead, he invested it with the 26th VG Division and a detached KG from Panzer Lehr.

### SCENARIO - SPECIAL RULES

#### Scenario Length [32.4.1]

- First turn: DEC 18 PM - Last turn: DEC 20 Night

#### Initial Deployment

- See Setup Card (S2)

#### Weather and ground conditions

- Overcast weather with normal ground conditions

#### Map Boundaries

- Area of play is displayed on the scenario map
- Partial hexes on map-area are in play

- Sequence of Play
   No Supply Rules (all units are fully supplied and fueled) - No Extended Night activity
- No Leaders
- No Random events
- No Replacements rules
- No Air

# Ammo Depletion value

- US 7

# US Movement restrictions

- No US unit may move east of hexrow 3400
- NO US unit may move adjacent to any of the German entry hexes.
- 101st AB may not move more than 6 hexes away from Bastogne at any time
- No US unit may move in or adjacent to Houffalize

# German fuel shortage

DEC 20 AM: German 1d10, use result from table below

- 0-3 2PzDiv halved MA for the rest of day/night (round up)
- 4-6 PzLehr halved MA for the rest of day/night (round up)
- 7-9 No fuel shortage

# **VICTORY CONDITIONS [32.4.7]**

Instant major German victory (all conditions must be met)

# End of Scenario conditions

- Count VP, player with most VP wins, a tie in VP's is a draw.

# Allied Victory Points

- 4 VP to Allied player for each controlled Bastogne hex. US unit must occupy the VP hex or be the last to
- do so. If a Bastogne is un-occupied and GE are adjacent to it US gains no VP's for that hex. US loose 1 VP if there aren't at least two units (not CO breakdowns) remaining of CCB/10Axx

#### **German Victory Points**

- 2 VP's for each KG (min 5 units) that exits the playing area from a black cross symbol. Note that vPors/ PzLehr must exit between 2917SE and 1317SE
- If the German manages to get any KG off the map before 20 Dec AM he gains one extra VP

Note: No German VP's for the Bastogne hexes

#### US SETUP 1st US Army CCR/9A Div 2513 | Bizory (NE) 2814 Longvilly 3311 Donnage (NW) 2. 158 CE 1. M10 Co 1. CCR (8-7-4) 2. Eng Co (tracked) VIII US Corps 2913 Allerborn (NW) 3015 Allerborn (S) 1. 73 105 mm FA 1. CCR (8-7-4) 2516 Wardin 2. CCR (10-8-4) 35CE

US REINFORCEMENTS						
Date	Unit	Chain of Command	Hex/Area	Mode	Loss	Condition/Restriction
DEC 18 PM	CCB/10thA (10-8-4)	CCB/10thA/VIII	2218SE	Tact.	-	-
- " -	1 Recon Co	CCB/10thA/VIII	2218SE	Tact.	-	-
- " -	CCB/10thA (8-7-4)	CCB/10thA/VIII	2218SE	Tact.	-	6 MP's remaining
- " -	CCB/10thA (8-7-4)	CCB/10thA/VIII	2218SE	Tact.	-	6 MP's remaining
- " -	CCB/10thA (8-7-4)	CCB/10thA/VIII	2218SE	Tact.	-	6 MP's remaining
- " -	1 Eng Co (Tracked)	CCB/10thA/VIII	2218SE	Tact.	-	6 MP's remaining
- " -	420AFA/CCB/10thA	CCB/10thA/VIII	2218SE	Tact.	-	6 MP's remaining
19AM	101st Ab	VIII	1818SE (Sibret)	Mech	-	Arrives Mechanized and using Tactical Road movement
- " -	1 AT Co	101thAB/VIII	1818SE (Sibret)	Mech	-	Arrives Mechanized and using Tactical Road movement
- " -	1 AT Co	101thAB/VIII	1818SE (Sibret)	Mech	-	Arrives Mechanized and using Tactical Road movement
- " -	1 AT Co	101thAB/VIII	1818SE (Sibret)	Mech	-	Arrives Mechanized and using Tactical Road movement
- " -	58/105 FA	VIII	Bastogne	Mech	-	-
- " -	969/155 FA	VIII	Bastogne	Mech	-	-
- " -	77/4,5G	VIII	Bastogne	Mech	-	-
DEC 19 PM	705TD	101stAB/VIII	1308SE	Mech	-	Arrives Mechanized and using Tactical Road movement

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# German Reinforcements

GERMAN REINFORCEMENTS						
Date	Unit	<b>Chain of Command</b>	Hex/Area	Mode	Loss	Condition/Restriction
DEC 18 PM	KG Haus/II/901	Pz Lehr	3317SE	Tact.	1	-
-"-	KG Haus/1/Stg	Pz Lehr	3317SE	Tact.	-	-
- " -	KG Haus/2/Stg	Pz Lehr	3317SE	Tact.	-	-
- " -	KG Haus/3/IV	Pz Lehr	3317SE	Tact.	-	-
- " -	KG Haus/III/130	Pz Lehr	3317SE	Tact.	-	-
- " -	KG Coch/vBøhm/2Auf	2 Pz Div	3609SE	Tact.	-	-
- " -	KG Coch/1/V	2 Pz Div	3609SE	Tact.	-	-
- " -	KG Coch/2/V	2 Pz Div	3609SE	Tact.	1	-
- " -	KG Coch/3/V	2 Pz Div	3609SE	Tact.	-	-
-"-	KG Coch/I/38	2 Pz Div	3609SE	Tact.	1	-
- " -	KG Coch/I/74	2 Pz Div	3609SE	Tact.	-	-
DEC 18 Night	1/77	26VG	3612SE	Tact.	1	-
- " -	11/77	26VG	3612SE	Tact.	-	-
-"-	III/26 (arty)	26VG	3612SE	Tact.		-
DEC 19 AM	KG vPors/1/V	Pz Lehr	2917SE	Tact.	-	-
- " -	KG vPors/2/V	Pz Lehr	2917SE	Tact.	-	-
- " -	KG vPors/I/130 (Artillery)	Pz Lehr	2917SE	Tact.	-	-
- " -	KG vPors/559/JpV	Pz Lehr	2917SE	Tact.	-	-
- " -	KG vPors/559/JpIV	Pz Lehr	2917SE	Tact.	-	-
- " -	KG vFall/1/IV	Pz Lehr	2917SE	Tact.	-	-
- " -	KG Holt/II/2	2 Pz Div	3609SE or 3611SE	Tact.	1	-
- " -	KG Holt/I/304	2 Pz Div	3609SE or 3611SE	Tact.	-	-
- " -	KG Holt/2/38	2 Pz Div	3609SE or 3611SE	Tact.	-	-
- " -	KG Holt/IV	2 Pz Div	3609SE or 3611SE	Tact.	1	-
- " -	KG Holt Stg	2 Pz Div	3609SE or 3611SE	Tact.	1	-
- " -	KG Holt/III/74 (artillery)	2 Pz Div	3609SE or 3611SE	Tact.	-	-
DEC 19 PM	KG Gutt/I/2	2 Pz Div	3609SE or 3611SE	Tact.	1	-
- " -	KG Gutt/II/74 (artillery)	2 Pz Div	3609SE or 3611SE	Tact.	-	-
- " -	KG Gutt/V	2 Pz Div	3609SE or 3611SE	Tact.	-	-
- " -	KG Gutt/JpzIV	2 Pz Div	3609SE or 3611SE	Tact.	-	-
- " -	HQ	2 Pz Div	3609SE or 3611SE	Tact.	-	-
- " -	KG Gutt/3/38	2 Pz Div	3609SE or 3611SE	Tact.	-	
- " -	i/78	26 VG DIV	2917SE	Tact.	-	-
-"-	II/78	26 VG DIV	2917SE	Tact.	-	-
DEC 20 AM	I/14	5Fj	Betw. 1317SE and 2917SE	Tact.	1	1d10 <= 3 (Arrival-hex may not be US occupied or adjacent to US unit)
- " -	II/14	5Fj	Betw. 1317SE and 2917SE	Tact.	1	1d10 <= 3 (Arrival-hex may not be US occupied or adjacent to US unit)

- DEC 16 Setup Manifest (Scenario book)

   "Man Res" Means all the units of that formation are in maneuver reserve at the start of Dec 16.

   "Bkdwn OK" means the unit may start broken down into companies.

   "(Div)" indicates the unit may start stacked with any other unit of the division that has a set up hex; stacking restrictions still apply.

   "In transit" indicates the unit is not yet in play but will arrive as a reinforcement on a future game turn.

   A number in parentheses after the unit's ID indicates a step loss or that one of the companies has been detached.

   Sometimes a special instruction will indicate along what hex rows a unit may or may not set up (for example, xx11).

   "KG" refers to the Kampfgruppe sub-formation within a division. Those units usually operate near each other.

   "Co" indicates a company.

   If brackets follow 11, they indicate the friendly unit must not be any closer than the number of hexes indicated inside the brackets.

- If brackets follow [], they indicate the friendly unit must not be any closer than the number of hexes indicated inside the brackets.

Scenario Card S2 Version 0.1b US: Breakdown and detachment								
Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below  Breakdown: - Unit cntr. here	KG/CCB:						
Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below  Brekdwn/Detached	Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	6: 7: KG/CCB: 1: 2:						
Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below  Breakdown: - Unit cntr. here	Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below  Brekdwn/Detached - Unit cntr. here	3: 4: 5: 6: 7:						
Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	KG/CCB:						
Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	6: 7: KG/CCB: 1: 2: 3:						
Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	Parent unit  Brkdwn/Detached  Breakdown: - Unit cntr. here Detached: - Write unit id below	4: 5: 6: 7: KG/CCB:						
Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	Parent unit  Brkdwn/Detached  Breakdown: - Unit cntr. here Detached: - Write unit id below	1: 2: 3: 4: 5: 6: 7:						
Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	KG/CCB:   1:   2:   3:   4:						
Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	Parent unit  Brkdwn/Detached  Breakdown: - Unit cntr. here Detached: - Write unit id below	5: 6: 7: KG/CCB:						
Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below  Brekdwn/Detached  Breakdown: - Unit cntr. here	Parent unit  Breakdown: - Unit cntr. here Detached: - Write unit id below	2: 3: 4: 5: 6: 7:						

